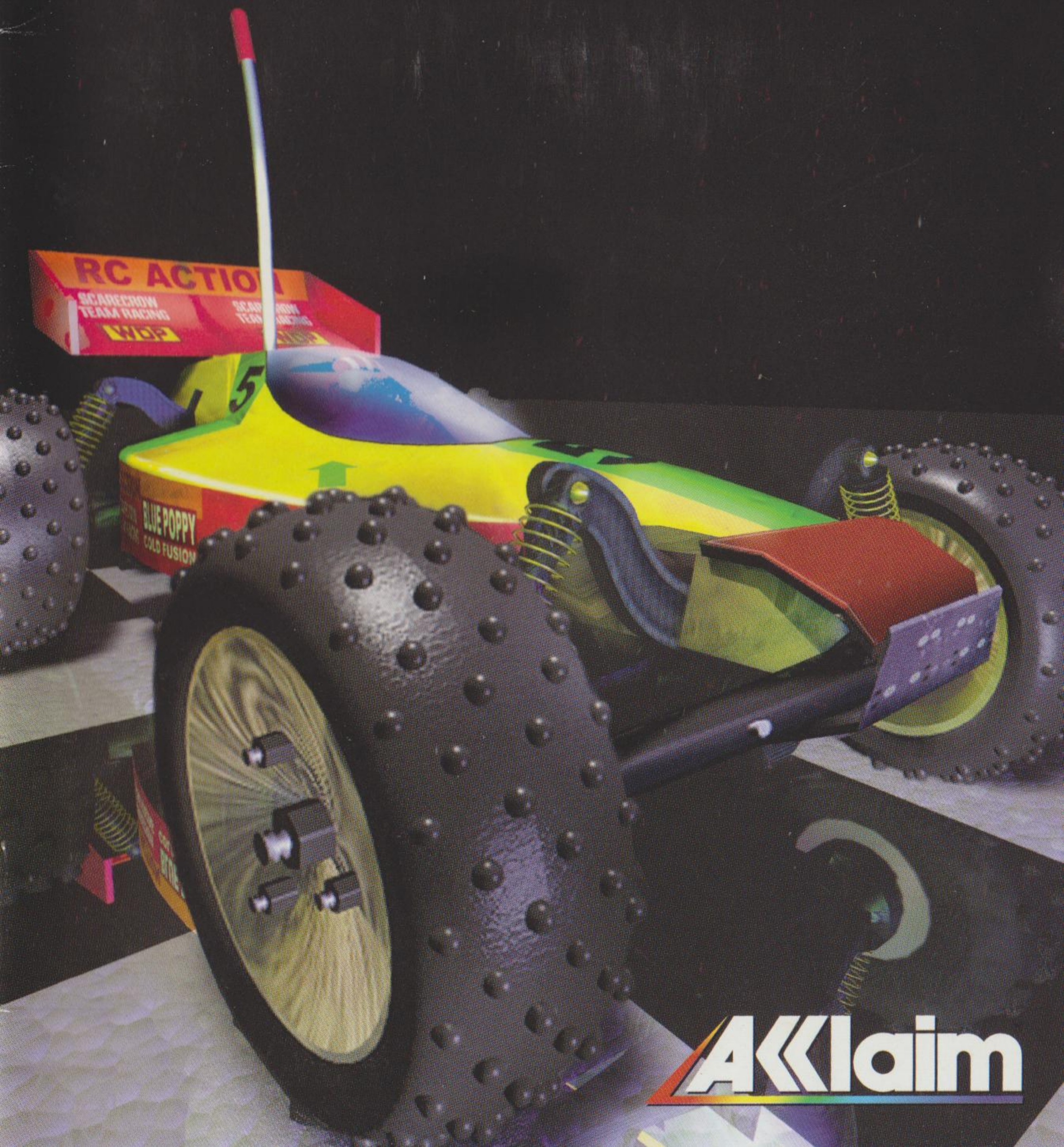
MAN 23219.01 ENG

RC reven Pro

INSTRUCTION MANUAL



Acclaim

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-50077

1-2 Player • Memory Card (8MB) (for PlayStation®2) : 206KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible

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LOADING

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual.

2. Make sure the **MAIN POWER** switch (located on the back of the console) is turned on.

3. Press the **RESET** button. When the power indicator lights up, press the open button and the disc tray will open.

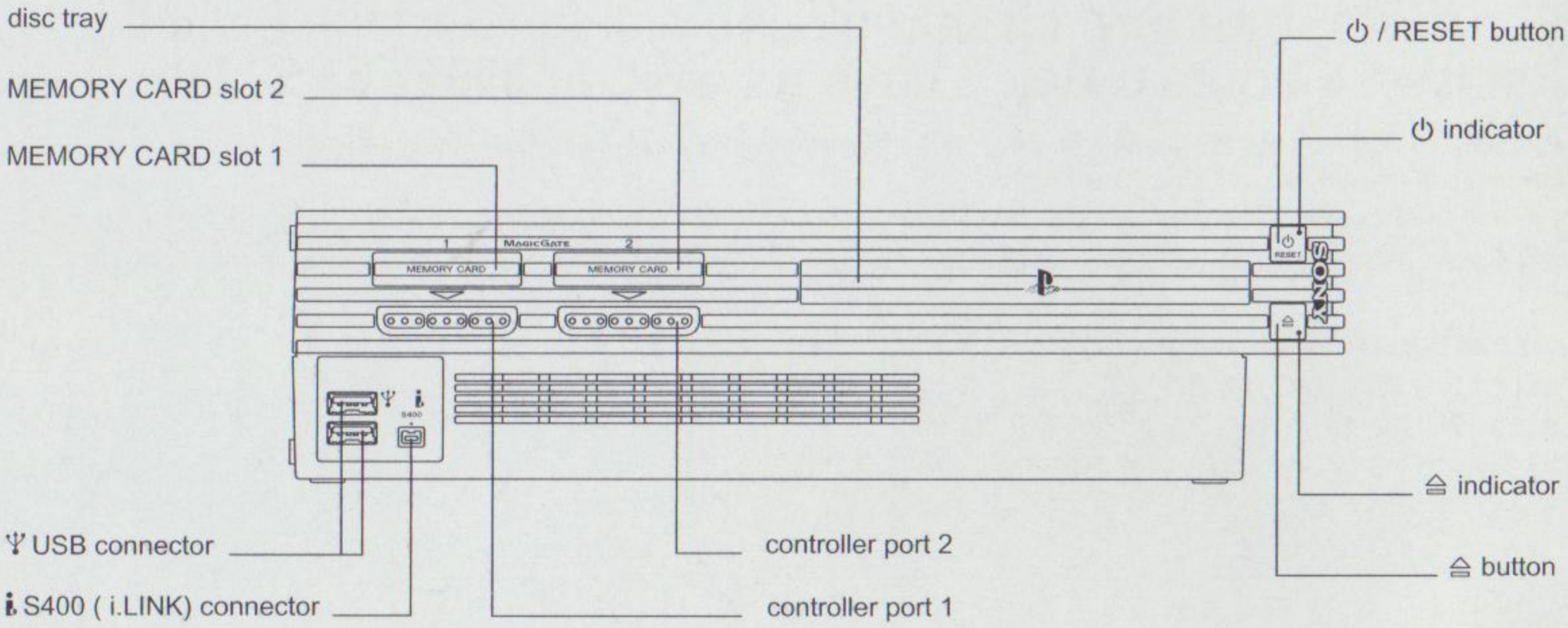
4. Place the **RC REVENGE™ PRO** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

5. It is advised that you do not insert/remove accesories once the power is turned on. If you wish to save your game, insert a memory card (8MB) (for PlayStation®2) into **MEMORY CARD** slot 1 or **MEMORY CARD** slot 2 which has at least 206KB of free space. If a game save already exists on the memory card (8MB) (for PlayStation®2) in **MEMORY CARD** slot 1, it will be auto-loaded on boot-up.

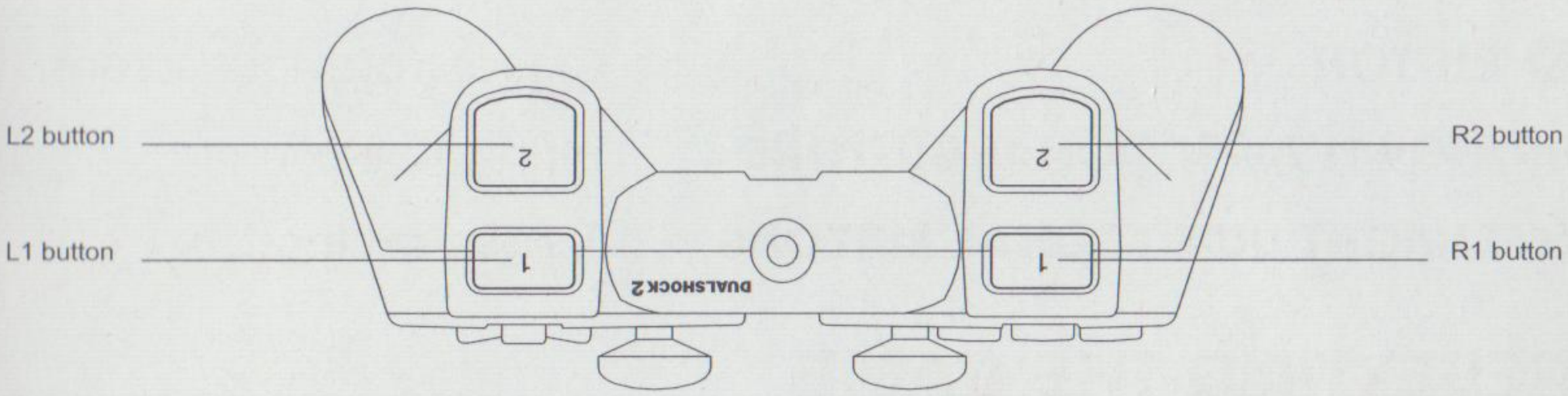
Follow on-screen instructions and refer to this manual for information on using the software.

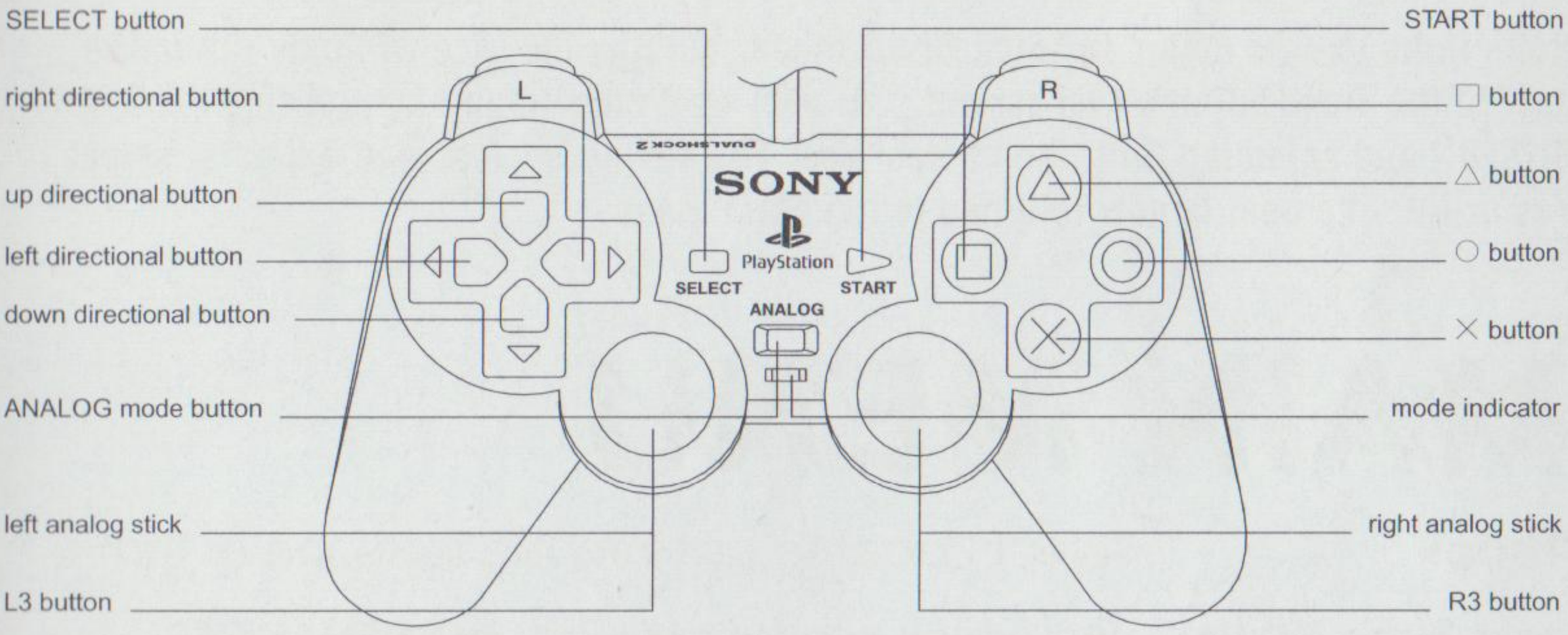
Note: RC REVENGE™ PRO is for up to 2 players.

PlayStation®2 [front panel]



Analog Controller (DUALSHOCK®2)





INTRODUCTION

The RC revolution rocks on with the all new **RC REVENGE™ PRO** bringing you the hottest remote-control action anywhere. **RC REVENGE™ PRO** gives you cool new cars, wild new scenarios, and a whole new way to enjoy racing: on the water! Yes, we've heard your cries for extra excitement, and we've jammed as much fun in this game as we could fit. All the wiggy RC action you love is there, with some new twists. Of course, old tactical favorites like oil slicks and water balloons are back, and you'll find a few new surprises in your arsenal, too. So charge up your batteries and let's get down to some serious small-scale fun!

MENU CONTROLS

⊗ BUTTON	Confirm/next screen
● BUTTON	Cancel/previous screen
UP/DOWN DIRECTIONAL BUTTONS	Highlight item
LEFT/RIGHT DIRECTIONAL BUTTONS	Toggle settings

RESETTING THE GAME

In any gameplay mode, if the user pauses the game, selects Quit Race and OK, the user is returned to the Main Menu screen.

Note: If the user is racing in Track Editor mode, quitting the race will only return the user to the Track Editor's first screen. The user continues to quit by pressing the START BUTTON and selecting Quit, then select Yes. The saving track screen appears, select Yes or No. The user is now returned to the Main Menu.

MAIN MENU

Race!	Select Race! to get into the fast lane of fun.
Best Time Trials	See which player rules the **RC REVENGE™ PRO** roost.
Game Progress	View comprehensive game data, including tracks won and unlocked, and cups won.
Game Options	Visit here to set your game up just how you like it.
Track Editor	Create your own new custom tracks, or edit previously saved tracks (see page 15 for details).

GAME OPTIONS

To set options, press **UP** or **DOWN DIRECTIONAL BUTTONS** to highlight an option category, then press the ⊗ **BUTTON** to go to the related menu. On the menu, press **UP** or **DOWN DIRECTIONAL BUTTONS** to highlight an option, and **LEFT** or **RIGHT DIRECTIONAL BUTTONS** to cycle settings. Press the ⊗ **BUTTON** to confirm selection and the ● **BUTTON** to cancel.

GAME SETUP

Number of Laps — Choose to race from one up to nine laps.

Weapon Pick-ups — Choose to play with pick-ups **ON** or **OFF**.

Single Race Number of Cars — Play with two to eight cars.

Multi-player Number of Cars — Play with two to six cars.

AUDIO SETUP

Sound Mode — Choose Stereo, Mono or **Dolby Surround** sound.

Music Volume — Set music volume by adjusting sliders.

SFX Volume — Set sound effects volume by adjusting sliders.

SCREEN ADJUST

Center the game display on your television.

CONTROLS

Each player can choose from one of three pre-set control configurations. If you are playing with the **analog controller (DUALSHOCK®2)**, you can also turn the vibration **ON** or **OFF**.

LOAD GAME

Load previously saved game progress and settings.

SAVE GAME

Save current game progress and settings.

LOAD TRACK

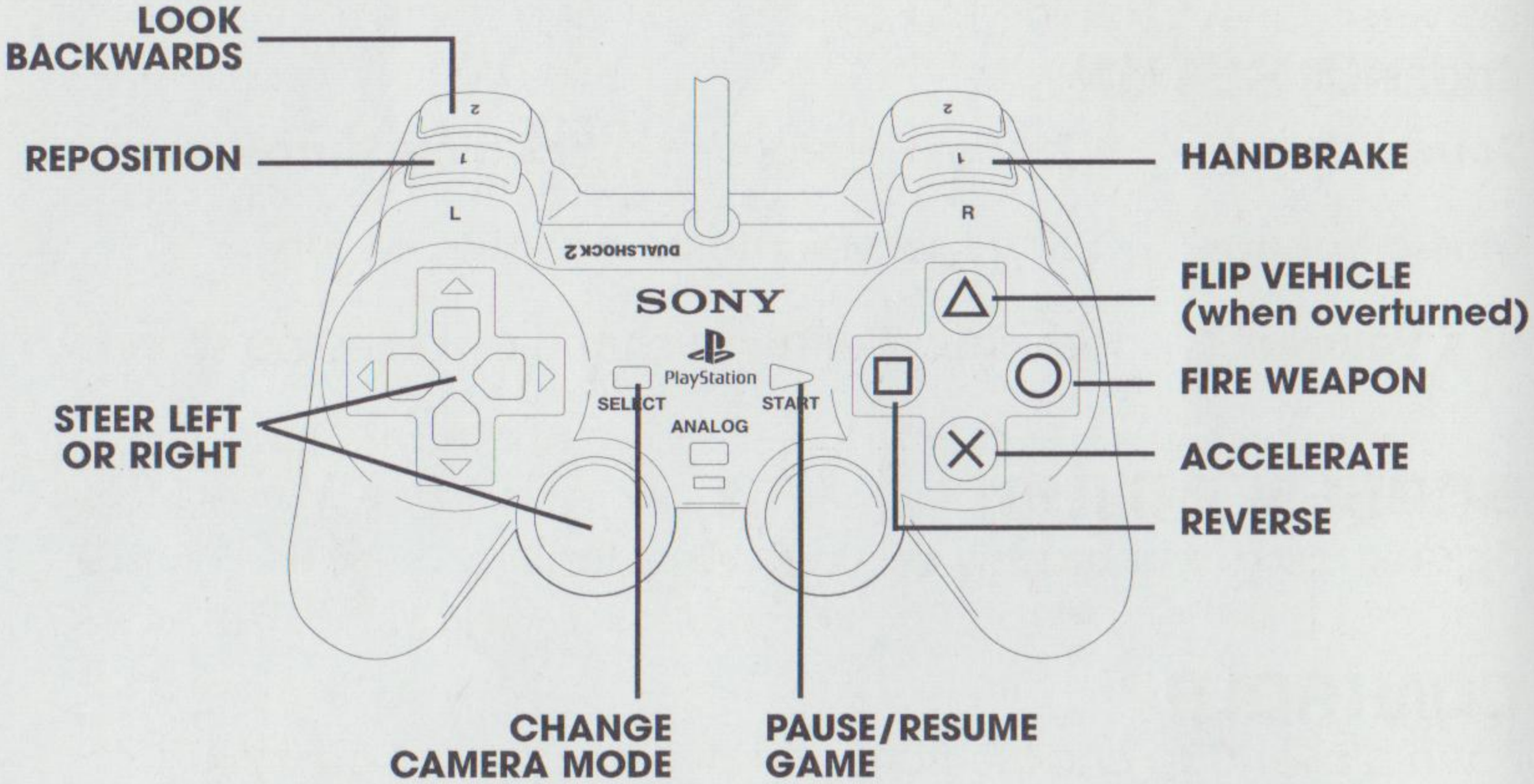
Load a previously saved custom track.

CREDITS

View the extravagant list of talent behind **RC REVENGE™ PRO.**

DEFAULT CONTROLS

The initial controls shown represent Configuration 1. You can choose from three pre-set configurations under Controls in the Game Setup options menu.



GETTING READY TO RACE

As **RC REVENGE™ PRO** begins, you approach the entrance to a giant theme park full of different areas where you can choose a vehicle to race, pick a theme track and plenty more.

GAME MODES

Championship Mode

In Championship mode, you try to master eight levels of competition. Begin by trying to beat the Bronze cup. Once you succeed, it's on to the Silver, Gold and Platinum level cup series, and then the reverse cups! Each time you win a cup, you unlock new tracks and cars.

To progress: On each track, the better your finishing position, the more points you get. Finish third or higher in all the races to reach the winner's podium. If you finish in the top position (have the most points) in the Championship, you'll unlock the next championship and its unique tracks.

Single Race

As a single player, you can compete in a single race on any available courses in any available vehicle. A single race can be between one and nine laps. At the end of a single race, you can choose to race again or return to the main menu. If you do wish to race again, you must press the **START BUTTON** on the results screen (when prompted) and choose this option from the menu.

Time Trial

Speed and daring are more important than combat skills in a Time Trial race. Try to beat the best time on the track and become the new record holder. There are yet more secrets to unlock if you can beat the time trials on all normal and reverse versions of the tracks. Be the best and see what you get!

Multiplayer

Multiplayer madness is here! Two Players compete in split screen action in a single race.

CAR SELECTION

You begin with a selection of basic cars to choose from, and unlock more advanced cars as you progress through the game. There are secret cars that have their own unique special power. Can you find them?

Car and Boat Attributes

Each vehicle has varying degrees of three attributes related to the way they perform. Check out each one to see the differences in action.

Speed The top speed the vehicle can achieve. Top speed can be temporarily increased by Turbo pick-ups.

Acceleration How quickly the vehicle can reach its top speed from a standstill.

Handling The weight of the vehicle and other factors will affect its grip and responsiveness.

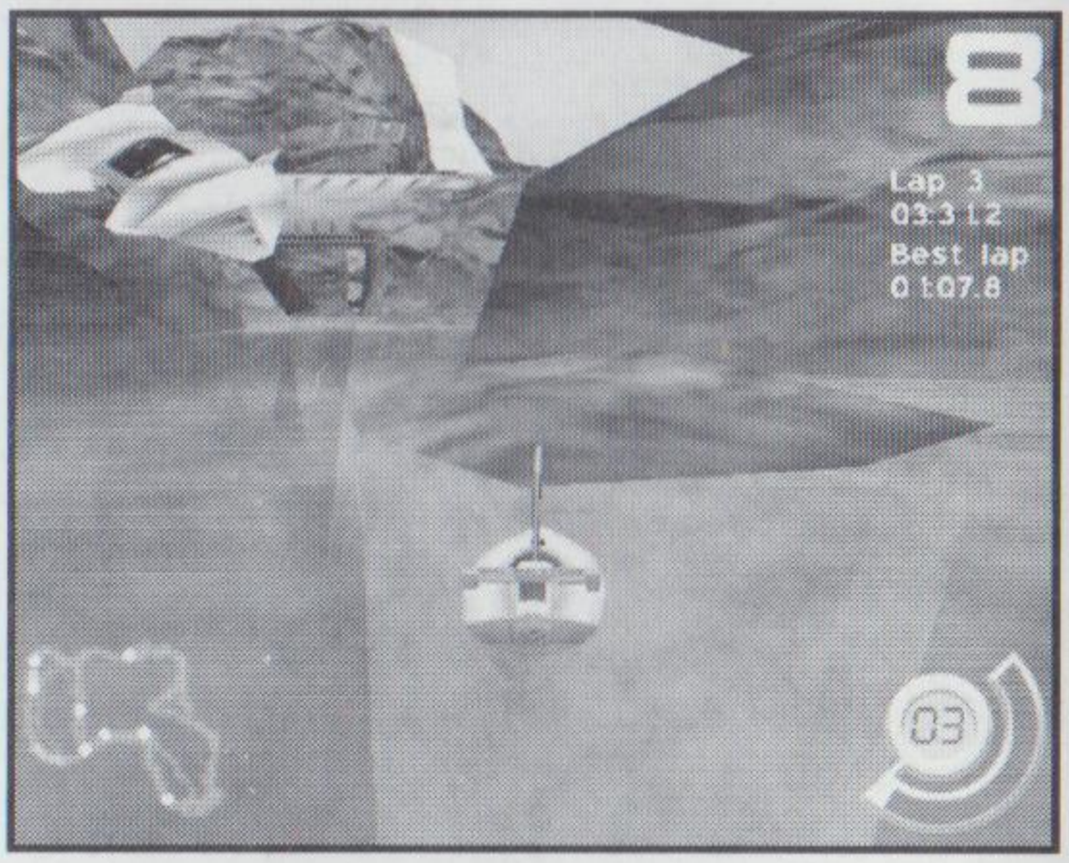
Cars and Boats

In **RC REVENGE™ PRO**, you'll find cars have the ability to morph into boats when you drive into a warp gate. Look out for the forks in the track that will lead to warp gates. Drive your car through them to switch to an RC boat! To switch back, look out for the warp gate at the other end which will transform you back into a car.

To select a car: press **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTONS** to cycle available cars. Press the ⊗ **BUTTON** to select.

TRACK SELECTION

In most game modes, once you've selected a car, you'll select a track to race on. In Championship mode, however, you must race on tracks in the order presented. By winning the championship, you'll unlock more tracks to race on, which then can be played in all the other game modes.



Track Types

There are tons of great tracks, each based on a different area of the movie theme park. Some of the tracks will feature off-road sections, others smooth asphalt, and some require you to change into a boat. Choose a car that fits your racing style and the track!

Special Tracks

There are loads of secret tracks that are hidden in the game. Beat all the championship modes to find them!

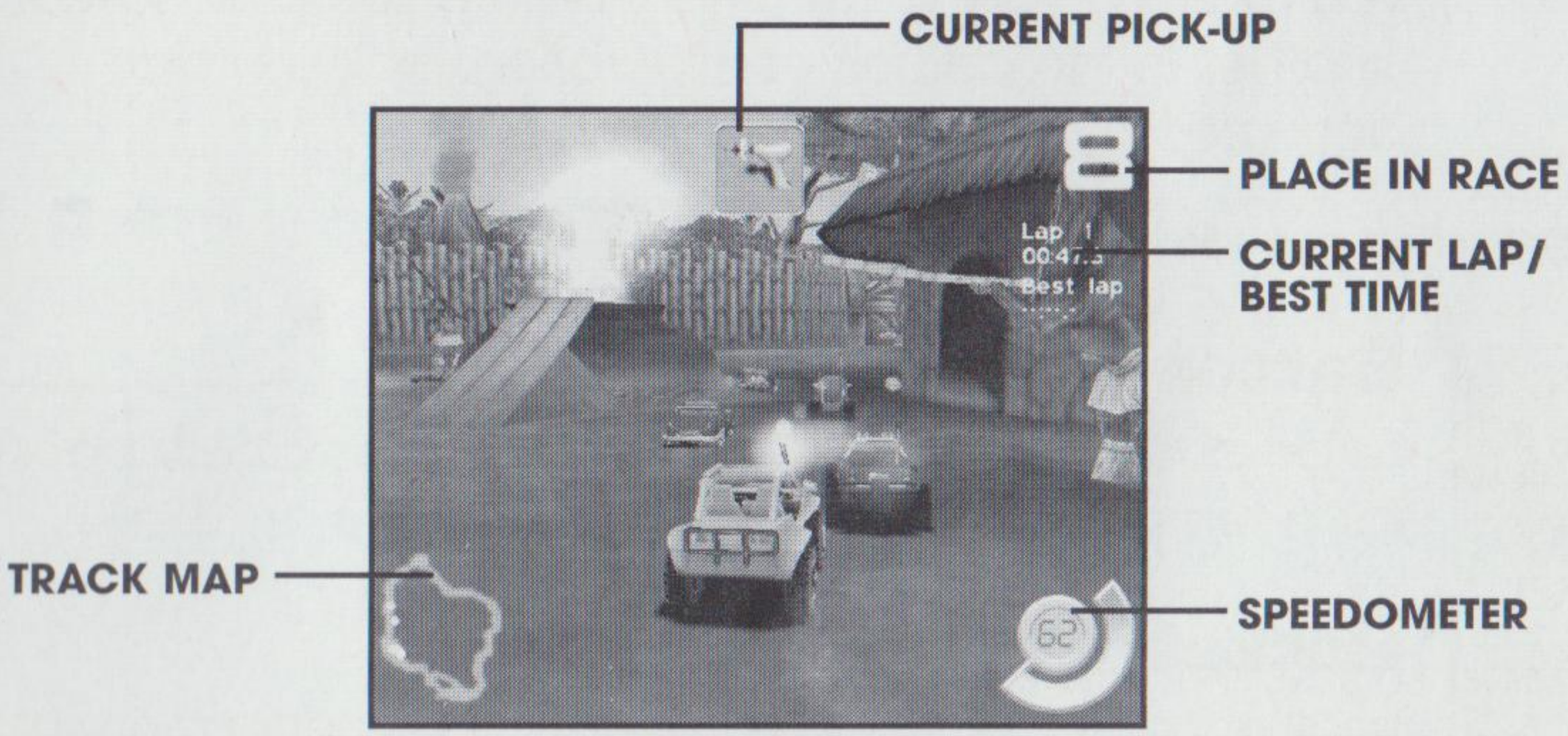
Mirrored Everything is opposite.

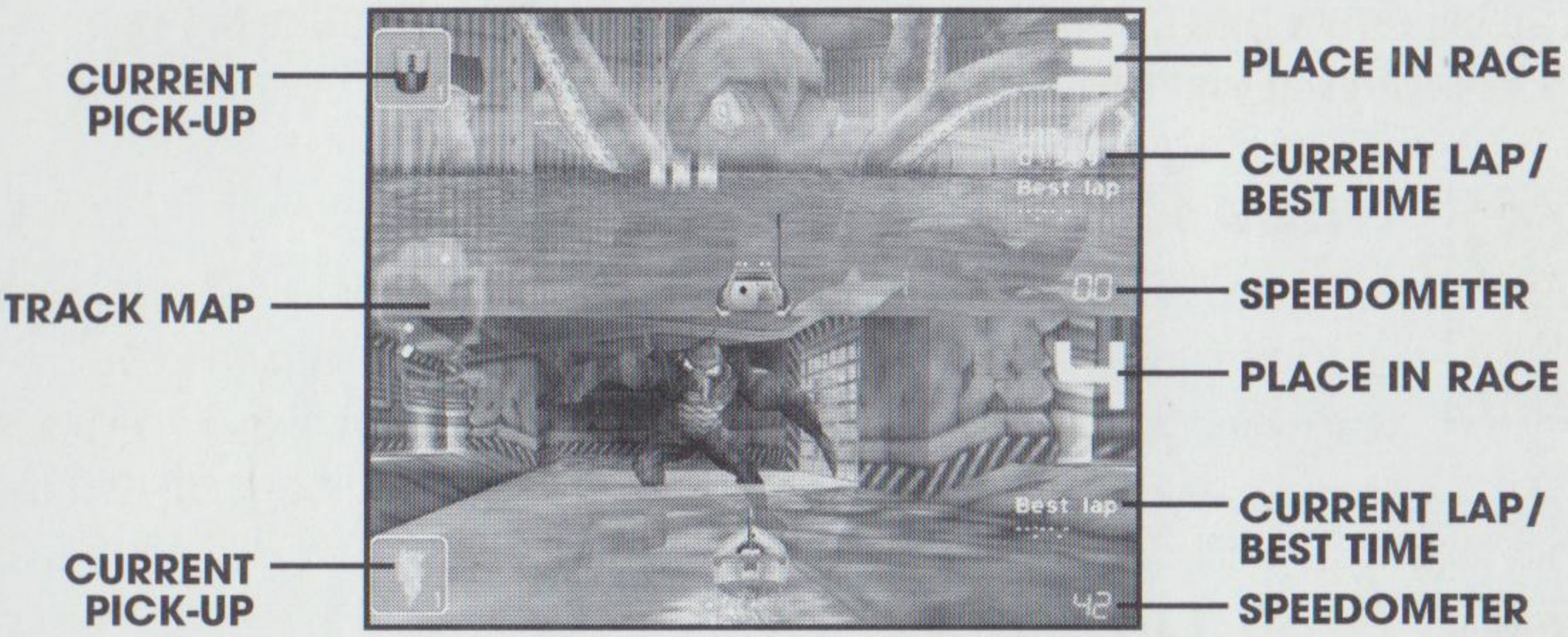
Reversed The track is backwards.

Mirrored-Reversed The track is opposite and backwards.

To select a track: press **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTONS** to select a theme area, then press the ⊗ **BUTTON**. Next, scroll through the available tracks. Press the **DIRECTIONAL BUTTONS** to select a Mirror or Reverse version (if unlocked) of the selected track. Press the ⊗ **BUTTON** to confirm your selection. Now it's off to the starting line!

THE GAME SCREEN





PICK-UPS

Perk up your play with a peck of pesky pick-ups. Make sure the weapon pick-up option is **ON** (Game Settings), then settle into some serious silliness.

A pick-up appears on screen as a spinning blue square. You won't know what you've collected until it appears in your current display window (upper center of the screen). You can only carry one pick-up at a time, so you must fire your current item before you can collect another. In the default configuration, pick-ups are activated by pressing the ● **BUTTON**.

Note that certain pick-ups behave differently when used with a boat.

Battery

Turbo charge your RC vehicle with a big battery boost for a temporary burst of speed.

Rocket

Lock your rocket on target and watch your opponent wail as the countdown to doomsday begins. Make sure you lock on, or your rocket may miss the intended target. Listen for the beep, beep, beep.When you hear it, you've got a lock on - fire away! Rockets also come in packs of three.

Tip: Hold the DOWN DIRECTIONAL BUTTON and press the ● BUTTON to fire your rockets backwards at your unsuspecting foes!

Heat Ray

Ayieee, I'm burning, burning, what a world... Steer your car at opponents and set their tyres alight with this flaming great fun! You've only got a short time to cause havoc though, so use it wisely.

Blue Lightning

When activated, the blue charge will cause any opponent within range to temporarily lose power. Watch out if someone else is using this weapon, though, or you'll cancel each other out!

Oil Spill

This slick trick will have your opponent spinning any tire that drives through it. For boats, the oil clogs up their props slowing them down. What a crude move!

Bouncing Mines

Lay down an attractive pattern of mines behind you and enjoy the swerving and swearing that follows. Mines also come in packs of three.

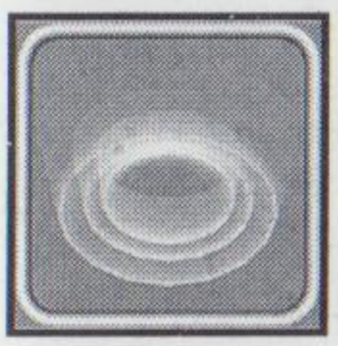
TIP: Hold the UP DIRECTIONAL BUTTON and press ● to throw the mines forward. Be careful if you're a boat, though, as they'll sit in the water right in front of you!

Shield

Temporary immunity from any damage. Yippee! Once activated, no one can touch you and you can even get the better of other cars by bashing into them yourself!

Water Bombs

Your opponent will be mad as a wet hen when you launch a massive water balloon. Incoming! If you get caught in a bubble, furiously tap the **FIRE WEAPON** button to make it pop quicker!



Shockwave

Deliver a burning ring of fire and see how a real hot rod handles. You'll knock cars flying in the direction of the blast, so get your kicks and blast 'em sideways into obstacles for double the fun!

Fake

When you drop this cunning collectible behind you, your competitor might mistake it for an innocent pick-up. Too bad it's a bomb ready to blow!

Ultimate Weapon

Everyone had better watch out now! Summon the power of the elements to bring a thunderbolt from the heavens down on all. When it hits, every car on the course is shorted out. Use the opportunity to go for gold!

Special Weapons

Some of the secret cars you find in the game have their own special power - If you see this icon, fire away and see what happens next!

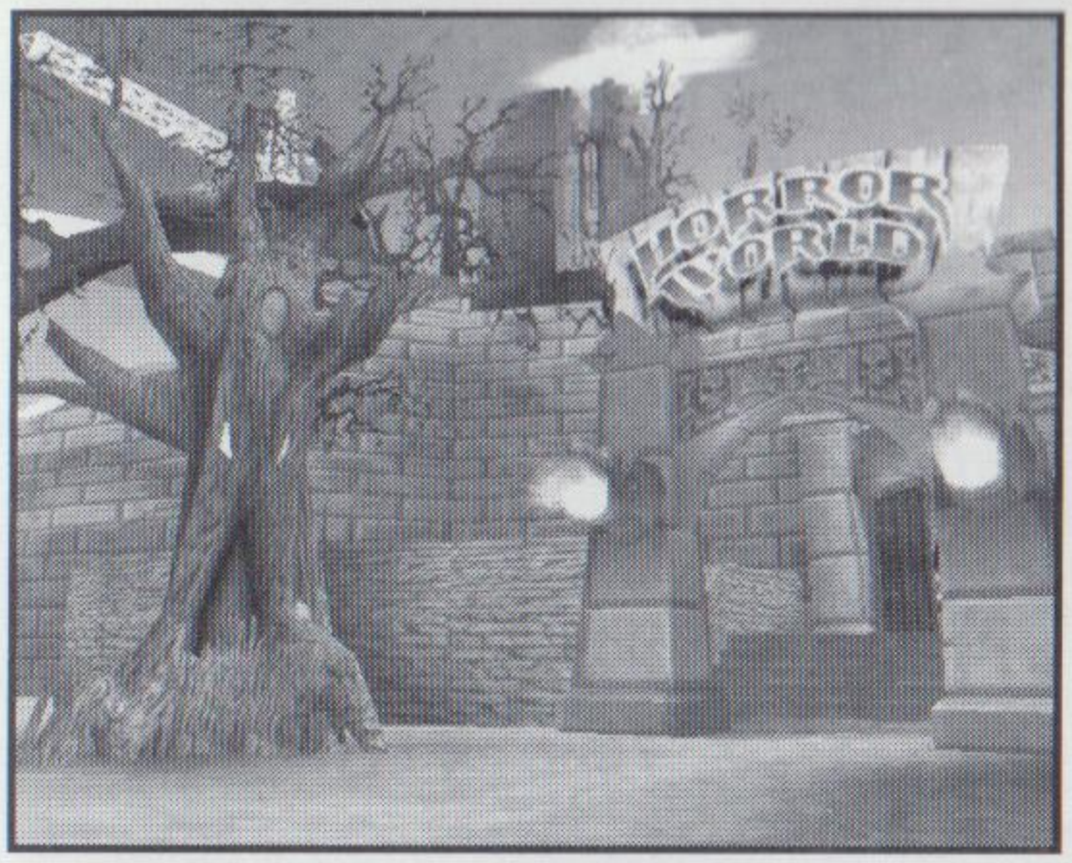
MOVIE THEME PARKS

Check out some of the great racing challenges that await you! As you enter the fantastic fun park, you'll have a wide choice of tracks based on some of the most popular movie genres ever. Each genre has several tracks; some are available right away, some must be unlocked in championship cup competitions. On some tracks, you'll find some water where you can race your RC boat. Wet or dry, it's a wild ride!

Jungle World

Based on the famous serial adventure movies, the RC cars race around jungle environments, through Inca temples, around native campfires and into mysterious caves.

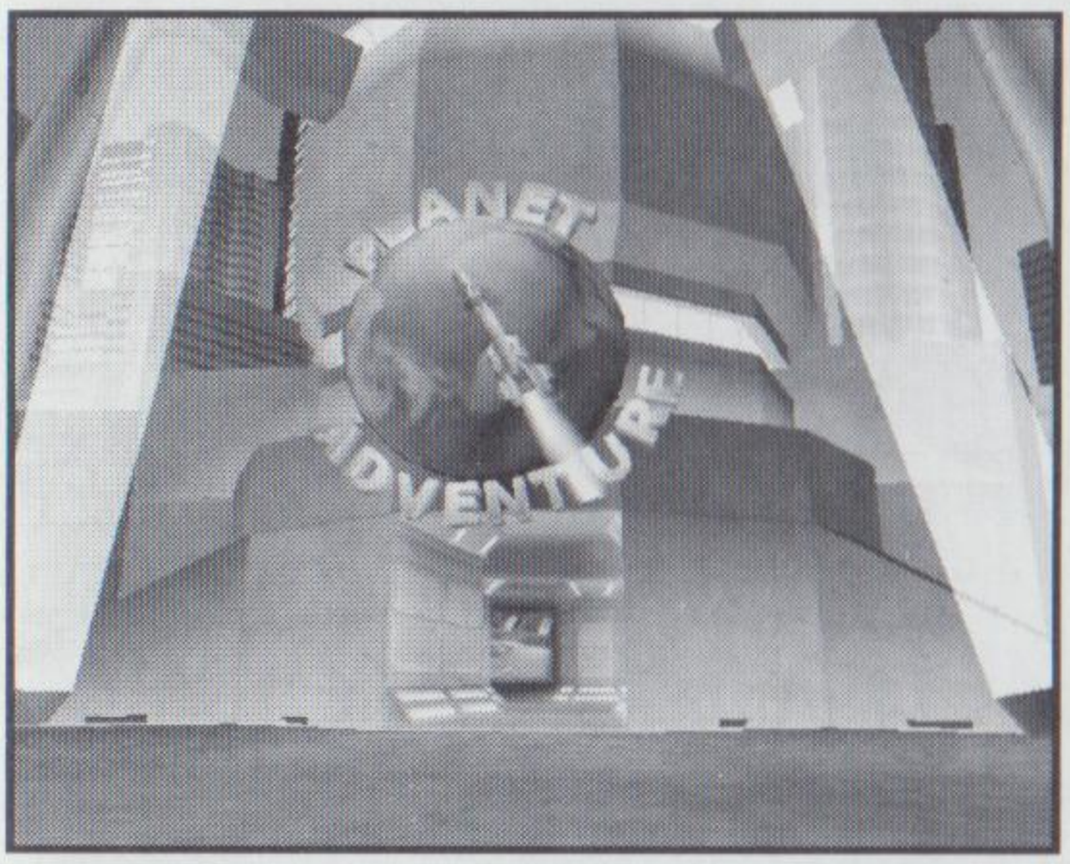
LOOK OUT FOR - The ominous Inca temple and the groovy pygmy village! There are cool lava pits to negotiate and a volcanic area with lava pouring out of the walls. There is also an archaeological dig complete with dinosaur fossil and a jeep you have to get under.



Horror World

What spooky evils await those who enter the horror world? Graveyards, haunted houses, twisted science laboratories, ghouls and ghosties - that's what!

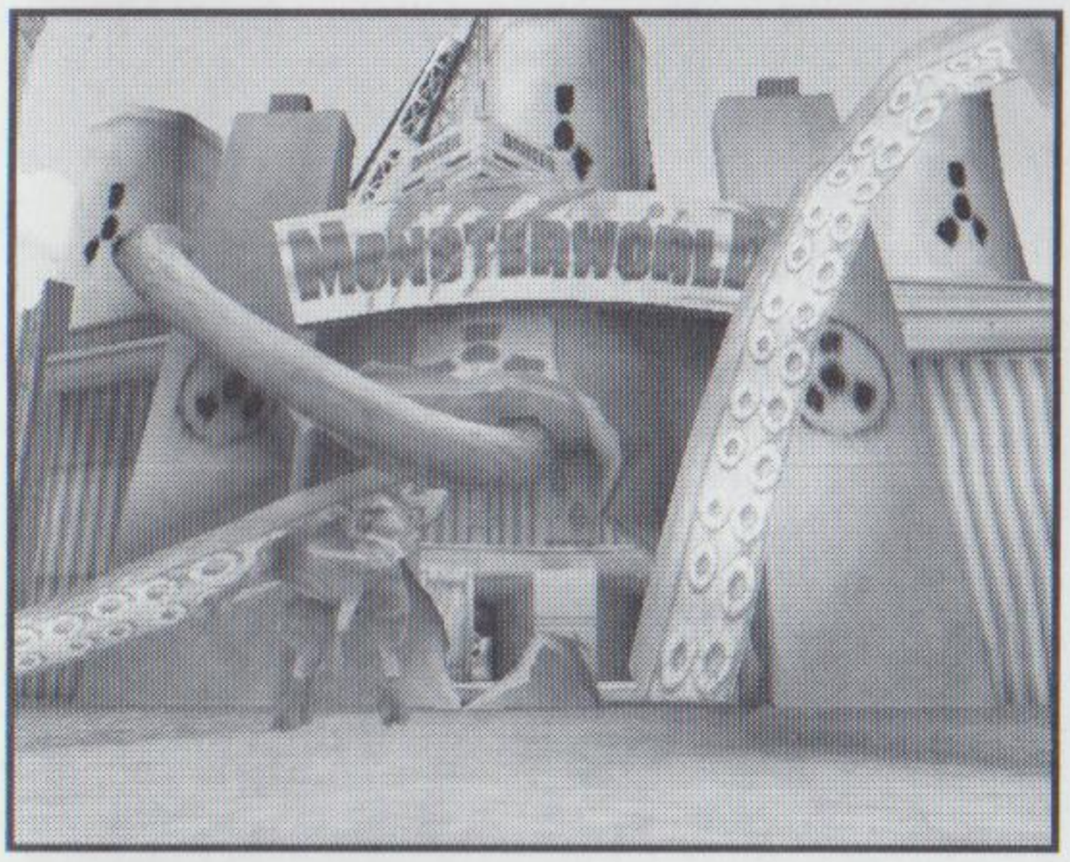
LOOK OUT FOR - The bats coming out of the crypt, the noose swinging eerily off the hangman's tree, the evil spider in the extension route and the secret shortcut which takes you over the vampires lair. Oh, and the skeleton trying to catch itself a fish-- watch out for them bones!



Planet Adventure

Set on a moon base, the RC cars get to experience what few humans have: travel on a planet other than earth. Race around the workings of a moon lab and then through the airlocks onto the surface of the moon itself.

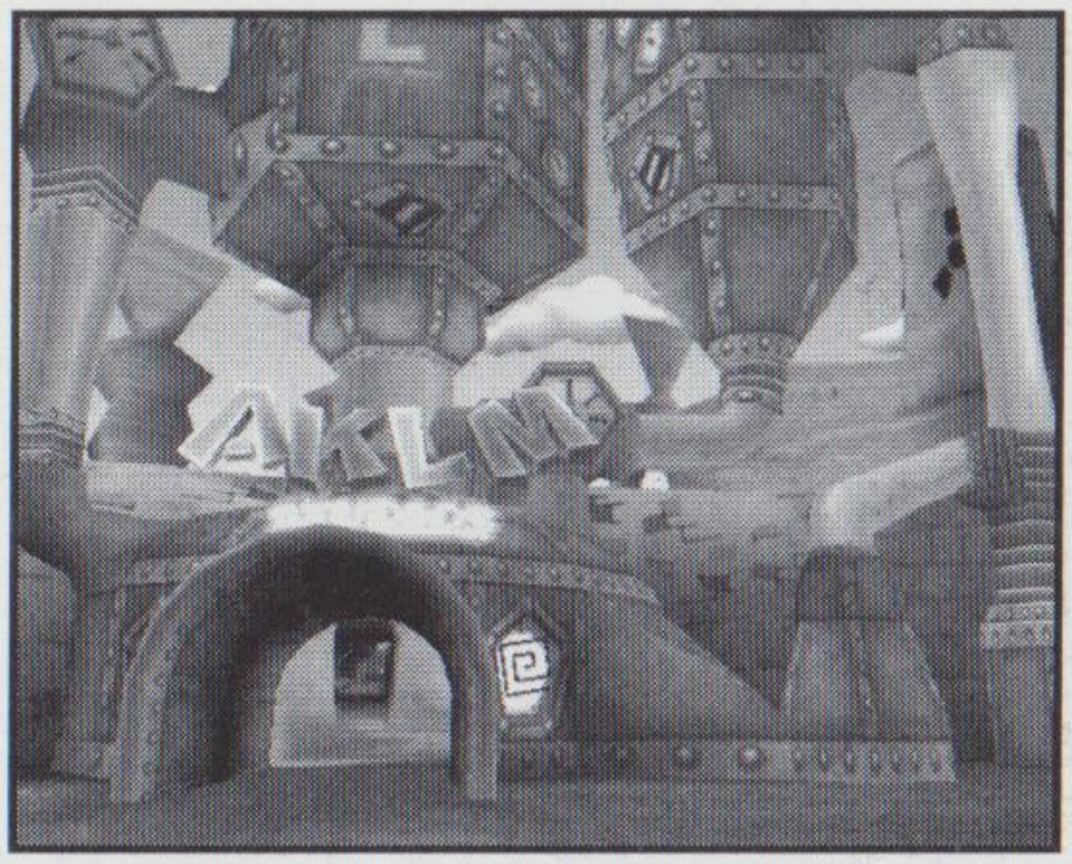
LOOK OUT FOR - The rocket taking off in the circular tube section, the repair robots desperately trying to fix the nuclear reactor, the radiant green pool of goo that threatens to suck you up and all of the tubular glass sections of the course which allow you to look out across the landscape.



Monster World

Race between a monster's teeth, through an ocean liner destroyed by his claws, and past an angry ape in a world full of disasters.

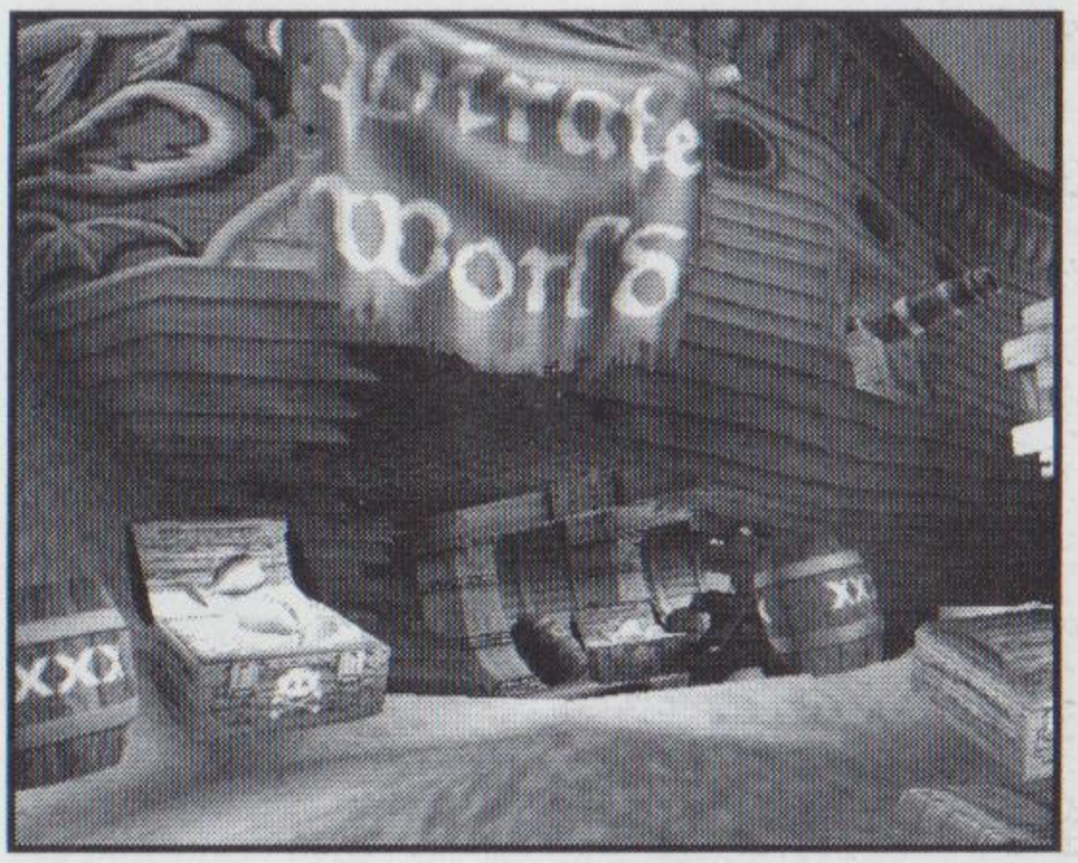
LOOK OUT FOR - A giant green monster trying to spoil your race by biting into the docks, a giant ape and his giant son breaking into the warehouse, giant ants attacking raptors that have broken free, and a Martian space ship that has chosen the wrong time to launch an invasion!



AKLM Studios

Inspired by madcap cartoon movies, the tracks burst through zany retro factories into a wild cartoon environment.

LOOK OUT FOR - The crazy bouncing sheep in the fields, the comic chickens in their coop, and the surreal milk factory. You'll have to make some crazy jumps through rickety barns, too. It's a wiggy, wacky world where anything is possible!



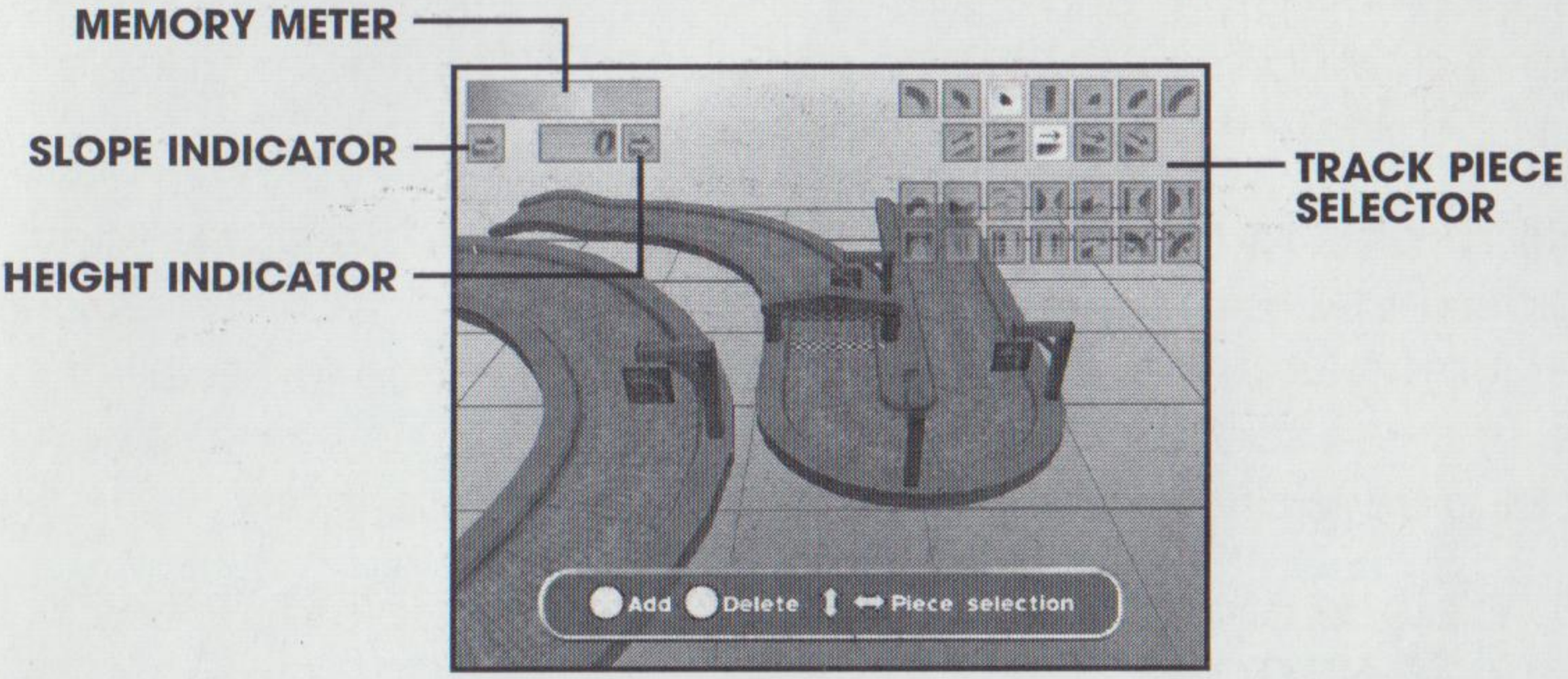
Pirate World

Ahar me hearties! Dash through the harbor town and out around the bay as you experience the sights and sounds of this chaotic pirate hideout!

LOOK OUT FOR - The majestic pirate galleon, naughty crabs that run around the beaches, the crazy pirates who are partying too heartily. Keep an eye out for the dolphins and whales that populate the areas and watch out for those cannons, they don't care who they hit!

TRACK EDITOR

RC REVENGE™ PRO has a comprehensive track editor, enabling players to build tracks and save them on to a Memory Card (8MB) (for PlayStation®2) (sold separately).



Start

On first loading the Track Editor, you are presented with a flashing start piece on a 16x16 grid. Using the **DIRECTIONAL BUTTONS** or the **LEFT ANALOG STICK**, the start piece can be moved around the grid. Once you're happy with your start position, press the ⊗ **BUTTON** to place the start piece.

Note: The start grid cannot be placed in the corners, as this would make it impossible to complete a track.

Direction

You must now choose a start direction for the track. **LEFT/RIGHT** on the **DIRECTIONAL ARROWS** or the **LEFT ANALOG STICK** rotates the start piece clockwise or counter-clockwise. Press the ⊗ **BUTTON** to set the direction. To go back a step to reposition your start piece, press the ● **BUTTON**.

Note: If the start piece is on the grid edges, your start direction will be restricted.

Track placement

Once a start grid has been placed with a direction, you can start to build your track.

In the upper right of the screen, you will see a toolbar of track icons split into four rows.

The first row indicates the track direction. There are seven directional pieces. The central piece continues the track straight ahead, while the pieces to the left and right create different sizes of corner.

The second row indicates the track slope. In the centre is a flat slope; this is the default. There are two angles of slope: 1:4 and 1:2. If you try to move from one slope to another, an intermediate slope (forming a smooth curve) will be first placed. If the track is unable to bend and slope, the appropriate icons will be grayed out.

The third and fourth rows are the special rows. There are 14 special pieces. Examples of these are narrow tracks, chicanes, and water jumps. Depending on the shape of your track some, all or none of these special pieces will be available at any time. When special pieces are grayed out, you cannot choose them.

Place a piece of track with the ⊗ **BUTTON** and delete pieces with the ● **BUTTON**.

As you place track pieces, the toolbar will update to show you what is available next. The track editor camera will follow your track as it is built. Pressing **L2** and **R2** rotates the camera around your track. Pressing **R2** will show you the entire track. The **R1 BUTTON** can be used for a far off view that can be rotated. Also, the **L1 BUTTON** should be held down to view the top-down view.

Track Creation Tips

To complete a track the **HEIGHT INDICATOR** must be at zero as you approach the start tile.
Tracks can twist above and below each other but there must be a sufficient height gap for this to be possible.
Try to remember where you started so your completion of the track is easier.
Good tracks have lots of twists and features, but be wary of a track's memory usage.

Memory Meter

Depending on the complexity of the tile, each time you add to your track you will use some memory. The orange **MEMORY METER** at the top left of the screen indicates how much memory you have used. When this bar is full you cannot place any more pieces.

TRACK EDITOR MENU

Pressing the **START BUTTON** brings up the Track Editor Menu and the following options.

New Track

Begin a new track from scratch. Any current track data will be discarded unless saved to a Memory Card when prompted.

Load Track

Load a previously saved track from your Memory Card. If you have an unsaved track currently in the editor, you will be asked if you wish to save the current track.

Save Track

Save the current track to your Memory Card.

Play Track

Test your current track in three of the Game Modes: Single Race, Time Trial or Multiplayer Race.

Help Screen

Access the Track Editor Help Screen, which offers step-by-step instructions on track building.

Options

Set the following Track Editor options:

Complete Track

Can't or don't care to finish your track? Have the computer complete it for you! The game will attempt to complete an unfinished track by creating the remaining track from your current position back to the start.

Random Track

Have the computer randomly generate a custom track for you, then sit back and watch what happens.

Track Theme

If concrete's not your thing, why not change the style of tracks here to a theme matching your favorite movie world. You can change the background sky, too.

Sound Track

Choose the music to accompany your track with a choice of six different tunes, plus a special Track Editor-only melody.

Quit

Quit the track editor and return to the main menu. If an unsaved track exists in the editor, you will be given the option to save it first.

HINTS & TIPS

- If you're going around tight corners, tapping the handbrake locks the back wheels and makes the car turn sharply. Don't overdo it or you'll lose speed.

- Boats respond differently than cars. The secret to making a tight turn is to ease off on the accelerator, start making the turn, and then power on – just like in a real boat.

- Never give up! Just because you're a long way behind, doesn't mean it's all over -- unless you're on the last lap with 10 seconds to go!

- Use your weapons tactically. There are a lot of places where you can slow down or even better hit your opponents off the track. Practice makes perfect!

NOTES

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